Poetic Guitar 2 Manual

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1 Installation & System Configuration

1.1 Installation

Unpack the Library:

First, download free unpacking software for .RAR files here:
Windows - http://www.win-rar.com
OS X - http://www.unrarx.com
Now please unpack **only** the *Poetic_Guitar_2_Library.part1.rar* file, the next files will be processed automatically and then move the library to your preferred hard disk location.

Install The Plug-ins:

Now please run the Installer suitable for your operating system. After you successfully installed the plug-ins, please run a compatible host of your choice and load the Poetic Guitar 2 Plug-in.

Set the Library Path:

In Poetic Guitar II click on „Select Instrument“ and then on the „Sample File Path“. Navigate to your Poetic Guitar 2 Library Folder that you unpacked in step 1 and open the „Select_Me.wav“ file.

Activate Your Library:

Visit www.bestservice.de/registration and log in to your user account.
Click on „My products“ on the left hand side. If Poetic Guitar II is not listed, please register it now by clicking on the “Registration” button and entering your serial number.
To activate Poetic Guitar 2, click on “New activation” and enter your Machine ID from the Select Instrument window (use copy & paste). Click on “Submit” to have the **Keycodes** sent to you by email. Enter the Codes in the Select Instrument window into the corresponding fields.
During the Demo period you can play the Acoustic-Pick guitar without a Keycode.

Windows Users Please Note:

To activate the Guitars and set the path to your Library Folder permanently, you need to run your music program as Administrator (right click and select “**Run as Administrator**”).

Apple Users Please Note:

Some music host programs prevent entering numbers or text into Poetic Guitar 2. So please simply click in the Machine_ID window to copy the code into the clipboard (a message will be displayed to confirm this). To enter the Keycode for the corresponding guitar, copy the code to the clipboard an then simply, click in the correct window next to the Guitar Instrument selection button.

Q: Why is there no sound when I first load the Poetic Guitar 2?

A: Each guitar instrument must be installed and requires a Keycode to activate it. Ensure you enter the correct Keycode for the right Guitar and that you have set the correct 'Sample File Path' to the location of the Poetic Guitar 2 Library folder.

Q: Why is noise played after I installed the guitar?

A: You need to enter a Keycode for each guitar. You may have entered the Keycode into the wrong Guitar slot or you did not copy/paste the whole Keycode correctly.

***Warning**: Turn down the volume of the speakers before installing new guitar samples. If the Keycode is not entered correctly the system will play Noise.

1.2 System Configuration

Windows Minimum Recommended System Configuration for Poetic Guitar 2	
System:	Windows OS 32bit or 64bit WinXP(SP3), Vista, Win7, Win8
CPU:	Dual Core 2.0 GHz or faster
RAM:	DDR 1Gb or more
HDD:	25 Gb free space
Sound Card:	ASIO Support

Apple Mac Minimum Recommended System Configuration for Poetic Guitar 2	
OS:	OS X Version 10.5 or higher
CPU:	Intel 2.0 GHz Core 2 Duo
RAM:	DDR 2Gb or more
HDD:	25 Gb free space

A music program compatible with VST or AU is required to play the instrument.

2 Features

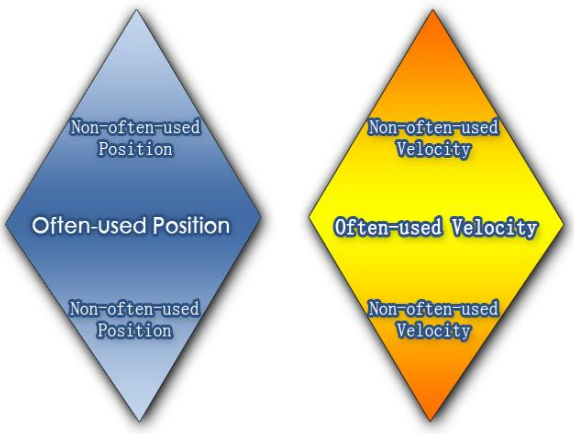
2.1 Key Features

Real Instrument GUI

The perfect combination of a real guitar GUI with a keyboard GUI ensures everyone can play the instrument simply and easily.

Rhombic Sampling Design

Each instrument applies varying sample density according to frequency of use. In this way, our rhombic sampling design ensures that the system resources (RAM, HDD, CPU) are used most effectively.



100% Green Sampling

After recording and conversion, no subsequent processing has been applied to the samples; even the most basic functions like low frequency cutting and noise reduction have been avoided to guarantee a purely natural sound.

Sample Circulation Technique

Each note has multiple sample layers which are alternated in a natural way to ensure a genuine performance.

Sample Start Time Control

You can set the Sample Start Time to adapt the guitar performance to suit your particular requirements.

Guitar Playing Techniques

The Guitar supports many playing techniques: Harmonics, Hammer On, Pull Off, Slide Up, Slide Down, Slide In, Slide Out, Chord, Muting, Bending and Strum etc.

Custom-made Vibrato System for Acoustic Guitar

The Modwheel function is custom designed to emulate acoustic guitar finger-vibrato, which makes the instrument more user-friendly and natural to play.

Chord

The Chords function allows you to select chords and play them in many different styles including individual note plucking.

Strum SEQ

The Strum Sequence function (in conjunction with Chord mode) allows you to create

up to 8 rhythm patterns for chord and/or note plucking.

2.2 Basic Functions

Midi Controllers

External Midi controller devices or Midi controller data recorded in your host music program can be used to directly alter the GUI controls. You can set a Midi Controller for each GUI control by moving the mouse over it and clicking the Right mouse button. A window will appear allowing you to select the Midi Controller number you require or 'None'. Your Midi controller settings are saved with the patch data.
A few controls are pre-set to common Midi Controllers as shown in the table:

Control	Midi CC number
Volume	7
Pan / Balance	10
Reverb Send	91
Chorus Send	93
Tremolo Depth	92

Host Automation Control

The guitar supports Host Automation control. Simply set your Host to record Automation; any control moved during automation recording can be reproduced during playback. Different Hosts use different methods of playing and recording VST Automation – refer to your Host documentation for details.

Selection of Automation Control and Midi CC Control

1) Both Automation and MidiCC control have the same effect.
2) If the Midi CC control is chosen, users can override the automation.
3) Midi CC can only control buttons and knobs: Automation can control all the

parameters (visible or invisible on the interface).
4) Users are free to choose either method.

Controller Descriptions

When the mouse pointer is located over a control, a description will be shown, which is convenient for users who don't want to refer to the manual very often.

Double–Click to Reset

Most controls can be reset to its original Patch setting by quickly double-clicking on them. This is very convenient when experimenting by changing an existing sound patch. You can return to the original sound by double-clicking any controls you changed.

2.3 Main Panel

Function Menus

The four main function menus on the guitar panel are: Credits(H.E), Select Instrument, Guitar FX and Strum SEQ. Detailed instructions for each option are described in the following chapters.

Keyboard Panel

Keyswitch Keys

The coloured keyboard notes are Keyswitches which control the Guitar Playing Mode and other performance features.

Left side Keyswitch table

Name	Full Name	Note #
S6	Select String 6	C0
S5	Select String 5	D0
S4	Select String 4	E0
S3	Select String 3	F0
S2	Select String 2	G0
S1	Select String 1	A0
PM	Palm Mute mode	B0
SI	Slide In mode	C1
Std	Standard Playing mode	C#0
SU	Slide Up mode	D#0
SD	Slide Down mode	F#0
HO	Hammer On mode	G#0
PO	Pull Off mode	A#0
SO	Slide Out mode	C#1

Notes:

1). The Note octave numbers in this manual conform to the Steinberg standard. A hardware keyboard is an octave higher and for Cakewalk users, two octaves higher. For example, Note C0 in Steinberg is C1 on a hardware keyboard and C2 in Cakewalk. Different music programs may use different Note octave standards.
2). When the mouse pointer is located above any Keyswitch, a text box will display information about it.
3). With Steinberg products, when more than one Keyswitch occurs at exactly the same time, note priority is Low to High. Different music programs may have different note priorities or allow you to specify the note priority. Low to High Note priority is recommended.
Right side Keyswitch table

Name	**Full Name**	**Note #**
R1	Select Rhythm 1 (Strum SEQ)	C4
R2	Select Rhythm 2 (Strum SEQ)	D4
R3	Select Rhythm 3 (Strum SEQ)	E4
R4	Select Rhythm 4 (Strum SEQ)	F4
R5	Select Rhythm 5 (Strum SEQ)	G4
R6	Select Rhythm 6 (Strum SEQ)	A4
R7	Select Rhythm 7 (Strum SEQ)	B4
R8	Select Rhythm 8 (Strum SEQ)	C5
PS6	Pluck String 6 (Chord Mode)	D5
PS5	Pluck String 5 (Chord Mode)	E5
PS4	Pluck String 4 (Chord Mode)	F5
PS3	Pluck String 3 (Chord Mode)	G5
PS2	Pluck String 2 (Chord Mode)	A5
PS1	Pluck String 1 (Chord Mode)	B5
ST1	Strum 1 (Chord Mode) Noise 1: body Slaps	C#5
ST2	Strum 2 (Chord Mode) Noise 2: body Slaps	D#5
ST3	Strum 3 (Chord Mode) Noise 3: body Slaps	F#5
MC	Mute chord (Chord Mode) Noise 4 : mono slide down	G#5
MS1	Mute Strum1 (Chord Mode) Noise 5 : mono slide up	A#5
MS2	Mute Strum2 (Chord Mode) Noise 6 : poly slide down	C#6
MS3	Mute Strum3 (Chord Mode) Noise 7 : poly slide up	D#6
CH	Chord mode	C6

NH	Natural Harmonics mode	D6
SU/SD L	Slide Up/Down Legato mode Strum SEQ On/Off (Chord Mode)	E6
HO/PO L	Hammer On/Pull Off Legato mode	F6
	Noise 8 : finger off	F#6
	Noise 9 : body slaps	G6
	Noise 10 : down low strum	G#6
	Noise 11 : down high strum	A6
	Noise 12 : up low strum	A#6
	Noise 13 : up high strum	B6

Information Window

The Information window displays the current Guitar Playing Mode (highlighted).
It also displays the name and value of controls when they are edited. You can directly change the control's setting by clicking the number and typing in a new value.

Keyboard Playing Area

The black and white keys on the GUI keyboard are playable. When playing an external keyboard or Midi track in the Host, the GUI keyboard will show which notes are being played.

Auto-playing Natural Noise Switch

When activated, many different types of string or finger noise sounds will be played automatically. This provides a quick and easy way to add more realism to your performances. The system automatically detects which is the right sound to play depending on your performance and playing mode.
Alternatively, you can turn this feature off and play specific noise triggers yourself via the Keyswitches – but this is a more time consuming method.

Control Wheels

Bender

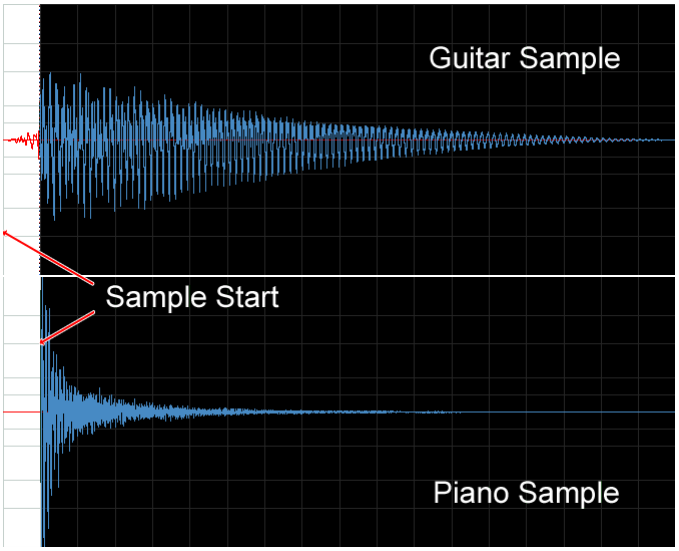
Bender is available to emulate the guitar string bending function. Bend Range is selectable from zero to four (semitones).

Modwheel

The Modwheel function is specially designed to emulate acoustic guitar finger vibrato. The range and frequency of vibrato is adjusted dynamically, which is different from the traditional Modwheel methods. By controlling the mod wheel you can add real vibrato to your performances.

Start Time Function

In real guitar performances, each note has an Attack Time between 30ms-50ms. This is the pre-sound created when the finger drags on the string before the string is plucked. This effect doesn’t exist in most other instruments like piano and drum, which is one of the main reasons why stringed instruments and percussion instruments have a different sample style.



When the Attack Time is less than 10ms, the guitar sample sounds like piano, which is exactly the effect of many traditional guitar hardware plugins.

When the Attack Time is less than 30ms, the guitar sample sounds unreal and defective, which is the effect of many present guitar VST plugins.

Attack Time will cause a delay during live performance, which can't be resolved by traditional techniques. Most guitar plugins before Poetic Guitar all chose to completely or mostly ignore the guitar Attack time. This is one of the main reasons why the sound of other guitar plugins and real guitars is so different.

Our Poetic Guitars retain the full Attack sound in all samples to give you the purest guitar sound. You can adjust this feature using the Start Time option.

Usage Guide for Start Time

When used during live performance or composing, a Start Time setting of 35-50ms provides a suitably low delay sound. The yellow line on the GUI window indicates the Sample Start position within the Attack period.

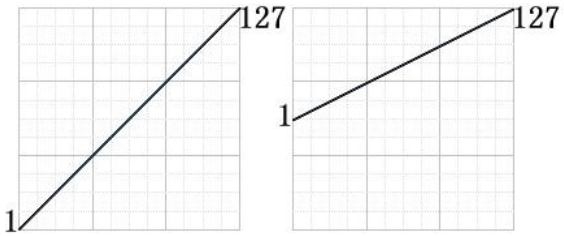
After recording your Midi tracks, set Start Time to 0ms and set the Track Delay in your Host to minus 50ms (to align the note timing), and then export WAV. Using this method, a totally genuine, natural guitar sound will be reproduced.

Detune String 6 to D1

You can detune String 6 from E1 to D1 by clicking on the yellow LED above note D1 on the GUI Keyboard.

Velocity Sensitivity & Contour

The Guitar provides many different velocity contour modes to suit your particular needs. The shape is displayed on the main panel.
The image below shows how the relation of velocity to volume changes for different Vel.Sens values.



100% 50%

Stereo Image

All sounds are recorded as Mono and Side two channel samples which allow you to change from a purely Mono sound to a Stereo sound without any phasing artefacts. As far as we know, this is the first time samples have been utilised in this way in a plugin.

A setting of zero (0) produces a purely mono sound.

A setting of ten (10) produces a standard stereo sound.

Settings over ten expand the stereo image beyond the natural sound.

Pan and Volume

Name	Range	Default Midi CC
Pan	-5—5	CC10
Volume	0—20	CC7

Notes:

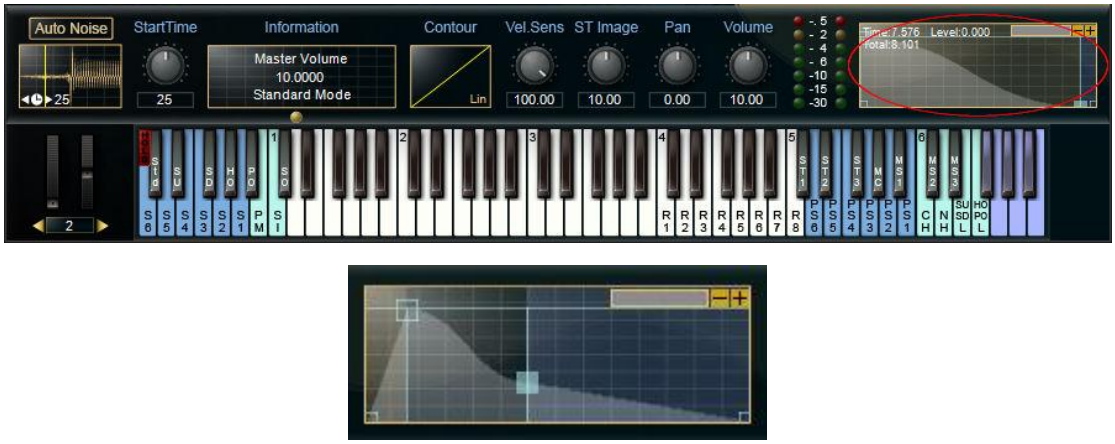
1) Volume= 10 is equal to 100% of the original sample level.
2) Pan controls the Main Stereo BUS balance (after effects). Pan= 0 is central.

Peak Meter (dBFS)

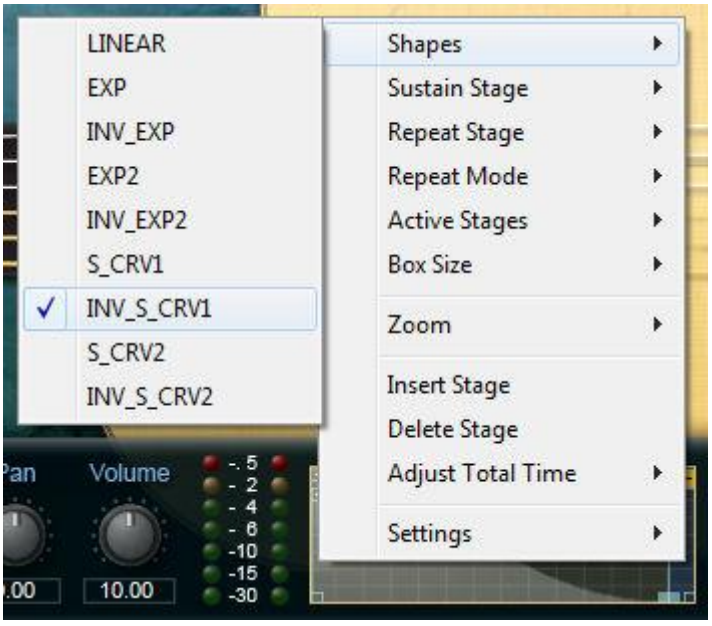
Notes:

1) The Peak Meter displays the signal level after applying any effects.
2) The red light indicates that the level has exceeded minus 0.5db.

Envelope Function



A very flexible 8 stage graphical envelope allows you to control the sound in any way you choose. You can use from 2 to 8 stages to form simple or complex shapes. Simply click and drag the boxes on the display to edit the envelope. Left clicking within a stage allows you to set numerous features as shown in the picture below.
If required, you can also zoom in and out using the yellow -/+ boxes (top right) and scroll left/right by dragging the marker in the window to the left of the -/+ boxes.



Guitar Panel

Main GUI Panel

The Guitar Panel is the main GUI (see below). This allows you to both see and play the guitar notes as you would a real guitar.

Incoming notes (from external Keyboard or host MIDI track) will be displayed on both the GUI Keyboard and the GUI Guitar so you can see which string and fret is being played. You can also click on the Guitar fret board or GUI Keyboard directly to play the guitar.

2.4 Performance Techniques

Overview: Guitar Playing Mode

The playing style of the guitar depends on the current ‘Guitar Playing Mode’. The active Guitar Playing Mode is displayed in the ‘Information Window’ as indicated below. To change the Guitar Playing Mode simply press the appropriate Keyswitch key (*See the Keyswitch table above)

The A.I. system has been specifically designed to minimise the amount of Mode switching while still producing a natural ‘human’ guitar performance. To achieve this some Guitar Playing Modes are only temporary i.e. they are only active while the Keyswitch is pressed: SU, SD, HO, PO, SI, SO

A.I. and Open Strings functions

You can change the settings for ‘A.I.’ and ‘Open Strings’ on the ‘Select Instrument’ panel.

The A.I. (artificial intelligence) function has 3 modes; Full, Half, Off.

Full mode: This mode simulates a real human performance. The A.I. determines which String and Fret is within natural finger spacing range for chords. A string that is playing a note (finger on) can’t play another note until it is released (finger off).

Half mode: Notes are played on any free strings. Natural finger spacing is ignored in this mode.

Off mode: No restrictions.

The Open Strings function determines whether open string notes (D1/E1, A1, D2, G2, B2, E3) take priority. For the most natural performance it is recommended to keep this set to ‘Priority’ mode.

Standard playing mode

Playing single notes or chords directly from a keyboard is classed as ‘Standard’ mode. Ensure the Guitar Playing Mode is ‘Standard mode’; if not, press the ‘Std’ (C#0) Keyswitch. You can play the guitar directly from the keyboard and the A.I. system will ensure the fingering is a close as possible to a natural performance. The initial note will be located in the highlighted area (shown below) unless you specify a particular string for the first note.

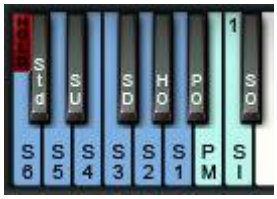
To play an initial note in the non-highlighted area, simply press S1-S6 to select the string then press the note you wish to play on that string. If the note you play does not exist on the string you select, the A.I. system will play the nearest string with the note. This system allows you to play notes on different strings higher up the fret board.

Examples:

To play note F3 on String 1, you do not need to select any string Keyswitch.
To play note F3 on String 2, simply press S2 then F3.
To play note F3 on String 3, simply press S3 then F3.
To play note F3 on String 4, simply press S4 then F3.

You can play the rest of the chord notes without selecting strings – the A.I. system will determine the most natural finger location for subsequent notes.

Temporary modes (SU, SD, HO, PO, SI, SO)



These modes are designed to accompany the ‘Standard’ mode and are only active as long as the appropriate Keyswitch is pressed. When released, the Guitar Playing Mode reverts back to Standard mode. This allows you to quickly and easily add Slide Up(SU), Slide Down(SD), Hammer On(HO), Pull Off(PO), Slide In(SI) or Slide Out(SO) styles into a performance with minimal use of Keyswitches.

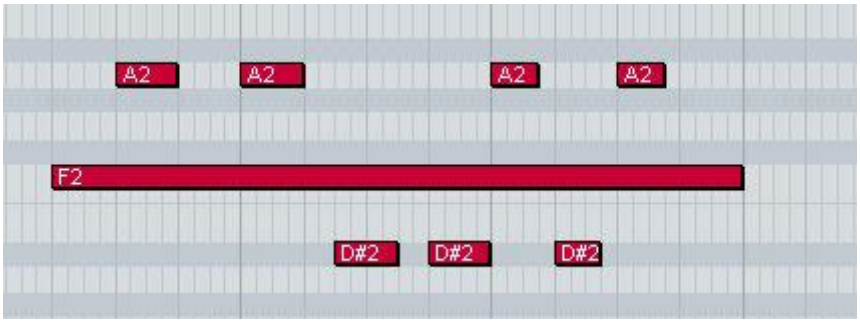
Palm Mute (PM) Mode

This mode simulates playing the notes with the strings damped by your palm.

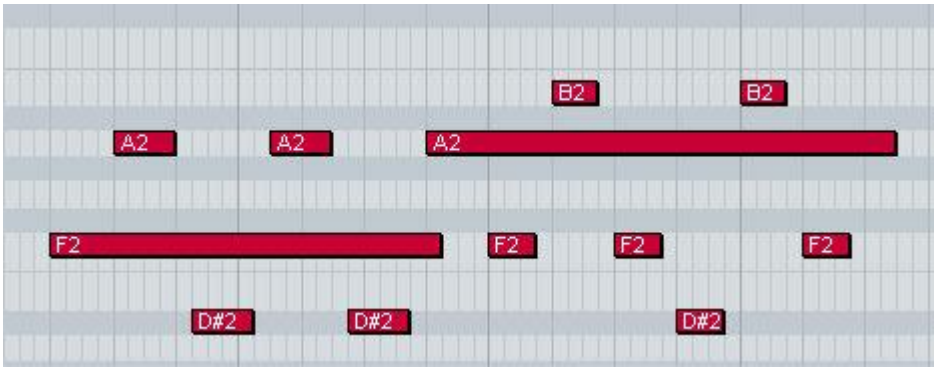
Natural Harmonics (NH) Mode

This mode simulates the playing style for Harmonics available on guitars but extends the capability by providing a Harmonic for every note.

Legato mode (SU/SD, HO/PO) techniques



The legato playing styles for Slide Up/Slide Down and Hammer On/Pull Off are very easy to use. Simply select the appropriate Keyswitch (SU/SD L (E6) or HO/PO L (F6)) to set the mode. The first note pressed (Root) will play normally and subsequent notes will play in the chosen style while the Root note remains held.
You can change the Root note at any time. For example the above image shows F2 as the Root note and notes A2, D#2 will Slide Up/Down from note F2 respectively. To change the Root note to A2, Slide Up to A2 and keep note A2 held and release note F2. Now A2 is the Root note and new notes will Slide Up/Down from A2. (see below)



To exit this playing mode simply select a different playing mode - usually Standard mode: Std (C#0)

2.5 Chord Mode

Playing chords is very simple and extremely flexible. Chord Mode allows you to select and play 132 chords in many different styles. You can ‘strum’ the chord in various ways or pluck individual chord strings.

How to use Chord Mode

Select Chord Mode by pressing the ‘CH’ Keyswitch (C6).

With your left hand, choose the chord you wish to play by pressing the appropriate ‘Key Combination’ – See Chord Tables below.

The Chord name will be displayed in the ‘Information Window’.

Play the chord using the ‘Strum’ or ‘Pluck Chord String’ Keyswitches using your right hand.

Change chords at any time by using a different ‘Key Combination’

Strum and Pluck String Keyswitches

In real guitar performances not all chord strings are strummed every time. Sometimes it’s treble strings; sometimes it’s bass strings; sometimes it’s the middle three or four strings etc. By combining Keyswitches with Velocity, twenty-seven different playing modes can be performed.

To pluck individual chord strings use the PS6-PS1 Keyswitches.
Open string chord strumming is performed using Keyswitches ST1, ST2 and ST3.
Muted string strumming is performed using Keyswitches MS1, MS2 and MS3.
ST1, ST2, MS1 and MS2 strum the chord downwards, ST3 and MS3 strum upwards.
Playing the chord Keyswitch with different amounts of Velocity determines how the chord is played (*See Table below)

Chord Keyswitch	Velocity			
	Low	Middle Low	Middle High	High
ST1, MS1	Bass 3 Strings	Bass 4 Strings		All Strings
ST2, MS2	Median 3 Strings	Median 4 Strings		Treble 4 Strings
ST3, MS3	Median 3 Strings	Treble 3 Strings	Treble 4 Strings	All Strings

A chord can be muted at any time using the ‘MC’ Keyswitch

A comprehensive list of all the Chord Mode strum/pluck options:
1) Pluck string 6
2) Pluck string 5
3) Pluck string 4
4) Pluck string 3
5) Pluck string 2
6) Pluck string 1
7) Down strum all strings (open)
8) Down strum bass 4 strings (open)
9) Down strum bass 3 strings (open)
10) Down strum treble 4 strings (open)
11) Down strum median 4 strings (open)
12) Down strum median 3 strings (open)
13) Up strum all strings (open)
14) Up strum treble 4 strings (open)
15) Up strum treble 3 strings (open)
16) Up strum median 3 strings (open)
17) Down strum all strings (muted)
18) Down strum bass 4 strings (muted)
19) Down strum bass 3 strings (muted)
20) Down strum treble 4 strings (muted)
21) Down strum median 4 strings (muted)
22) Down strum median 3 strings (muted)
23) Up strum all strings (muted)
24) Up strum treble 4 strings (muted)
25) Up strum treble 3 strings (muted)
26) Up strum median 3 strings (muted)
27) Mute Chord / Mute Strings

Chord Tables

Note: 132 different chords can be selected using a combination of 1-4 keys. Many chords have 2 or 3 key combinations; this is to allow you to change from one chord to another quickly and easily.

C Chords	Key Combinations			
C Maj	C2	C2, E2	C2, E2, G2	
C min		C2, D#2	C2, D#2, G2	
C 7			C2, E2, A#2	C2, E2, G2, A#2
C M7			C2, E2, B2	C2, E2, G2, B2
C m7			C2, D#2, A#2	C2, D#2, G2, A#2
C sus2			C2, D2, G2	C2, D2, E2, G2
C sus4			C2, F2, G2	C2, E2, F2, G2
C 6			C2, E2, A2	C2, E2, G2, A2
C 5		C2, G2	C2, G2, C3	
C aug			C2, E2, G#2	
C dim			C2, D#2, F#2	

C# Chords	Key Combinations			
C# Maj	C#2	C#2, F2	C#2, F2, G#2	
C# min		C#2, E2	C#2, E2, G#2	
C# 7			C#2, F2, B2	C#2, F2, G#2, B2
C# M7			C#2, F2, C3	C#2, F2, G#2, C3
C# m7			C#2, E2, B2	C#2, E2, G#2, B2
C# sus2			C#2, D#2, G#2	C#2, D#2, F2, G#2
C# sus4			C#2, F#2, G#2	C#2, F2, F#2, G#2
C# 6			C#2, F2, A#2	C#2, F2, G#2, A#2
C# 5		C#2, G#2	C#2, G#2, C#3	
C# aug			C#2, F2, A2	
C# dim			C#2, E2, G2	

D Chords	Key Combinations			
D Maj	D2	D2, F#2	D2, #F2, A2	
D min		D2, F2	D2, F2, A2	
D 7			D2, F#2, C3	D2, #F2, A2, C3
D M7			D2, F2, C#3	D2, F#2, A2, C#3
D m7			D2, F2, C3	D2, F2, A2, C3
D sus2			D2, E2, A2	D2, E2, F#2, A2
D sus4			D2, G2, A2	D2, F#2, G2, A2
D 6			D2, F#2, B2	D2, F#2, A2, B2
D 5		D2, A2	D2, A2, D3	
D aug			D2, F#2, A#2	
D dim			D2, F2, G#2	

D# Chords	Key Combinations			
D# Maj	D#2	D#2, G2	D#2, G2, A#2	
D# min		D#2, F#2	D#2, F#2, A#2	
D# 7			D#2, G2, C#3	D#2, G2, A#2, C#3
D# M7			D#2, G2, D3	D#2, G2, A#2, D3
D# m7			D#2, F#2, C#3	D#2, F#2, A#2, C#3
D# sus2			D#2, F2, A#2	D#2, F2, G2, A#2
D# sus4			D#2, G#2, A#2	D#2, G2, G#2, A#2
D# 6			D#2, G2, C3	D#2, G2, A#2, C3
D# 5		D#2, A#2	D#2, A#2, D#3	
D# aug			D#2, G2, B2	
D# dim			D#2, F#2, A2	

E Chords	Key Combinations			
E Maj	E2	E2, G#2	E2, G#2, B2	
E min		E2, G2	E2, G2, B2	
E 7			E2, G#2, D3	E2, G#2, B2, D3
E M7			E2, G#2, D#3	E2, G#2, B2, D#3
E m7			E2, G2, D3	E2, G2, B2, D3
E sus2			E2, F#2, B2	E2, F#2, G#2, B2
E sus4			E2, A2, B2	E2, G#2, A2, B2
E 6			E2, G#2, C#3	E2, G#2, B2, C#3
E 5		E2, B2	E2, B2, E3	
E aug			E2, G#2, C3	
E dim			E2, G2, A#2	

F Chords	Key Combinations			
F Maj	F2	F2, A2	F2, A2, C3	
F min		F2, G#2	F2, G#2, C3	
F 7			F2, A2, D#3	F2, A2, C3, D#3
F M7			F2, A2, E3	F2, A2, C3, E3
F m7			F2, G#2, D#3	F2, G#2, C3, D#3
F sus2			F2, G2, C3	F2, G2, A2, C3
F sus4			F2, A#2, C3	F2, A2, A#2, C3
F 6			F2, A2, D3	F2, A2, C3, D3
F 5		F2, C3	F2, C3, F3	
F aug			F2, A#2, C#3	
F dim			F2, G#2, B2	

F# Chords	Key Combinations			
F# Maj	F#2	F#2, A#2	F#2, A#2, C#3	
F# min		F#2, A2	F#2, A2, C#3	
F# 7			F#2, A#2, E3	F#2, A#2, C#3, E3
F# M7			F#2, A#2, F3	F#2, A#2, C#3, F3
F# m7			F#2, A2, E3	F#2, A2, C#3, E3
F# sus2			F#2, G#2, C#3	F#2, G#2, A#2, C#3
F# sus4			F#2, B2, C#3	F#2, A#2, B2, C#3
F# 6			F#2, A#2, D#3	F#2, A#2, C#3, D#3
F# 5		F#2, C#3	F#2, C#3, F#3	
F# aug			F#2, B2, D3	
F# dim			F#2, A2, C3	

G Chords	Key Combinations			
G Maj	G2	G2, B2	G2, B2, D3	
G min		G2, A#2	G2, A#2, D3	
G 7			G2, B2, F3	G2, B2, D3, F3
G M7			G2, B2, F#3	G2, B2, D3, F#3
G m7			G2, A#2, F3	G2, A#2, D3, F3
G sus2			G2, A2, D3	G2, A2, B2, D3
G sus4			G2, C3, D3	G2, B2, C3, D3
G 6			G2, B2, E3	G2, B2, D3, E3
G 5		G2, D3	G2, D3, G3	
G aug			G2, C3, D#3	
G dim			G2, A#2, C#3	

G# Chords	Key Combinations			
G# Maj	G#2	G#2, C3	G#2, C3, D#3	
G# min		G#2, B2	G#2, B2, D#3	
G# 7			G#2, C3, F#3	G#2, C3, D#3, F#3
G# M7			G#2, C3, G3	G#2, C3, D#3, G3
G# m7			G#2, B2, F#3	G#2, B2, D#3, F#3
G# sus2			G#2, A#2, D#3	G#2, A#2, C3, D#3
G# sus4			G#2, C#3, D#3	G#2, C3, C#3, D#3
G# 6			G#2, C3, F3	G#2, C3, D#3, F3
G# 5		G#2, D#3	G#2, D#3, G#3	
G# aug			G#2, C#3, E3	
G# dim			G#2, B2, D3	

A Chords	Key Combinations			
A Maj	A2	A2, C#3	A2, C#3, E3	
A min		A2, C3	A2, C3, E3	
A 7			A2, C#3, G3	A2, C#3, E3, G3
A M7			A2, C#3, G#3	A2, C#3, E3, G#3
A m7			A2, C3, G3	A2, C3, E3, G3
A sus2			A2, B2, E3	A2, B2, C#3, E3
A sus4			A2, D3, E3	A2, C#3, D3, E3
A 6			A2, C#3, F#3	A2, C#3, E3, F#3
A 5		A2, E3	A2, E3, A3	
A aug			A2, C#3, F3	
A dim			A2, C3, D#3	

A# Chords	Key Combinations			
A# Maj	A#2	A#2, D3	A#2, D3, F3	
A# min		A#2, C#3	A#2, C#3, F3	
A# 7			A#2, D3, G#3	A#2, D3, F3, G#3
A# M7			A#2, D3, A3	A#2, D3, F3, A3
A# m7			A#2, C#3, G#3	A#2, C#3, F3, G#3
A# sus2			A#2, C3, F3	A#2, C3, D3, F3
A# sus4			A#2, D#3, F3	A#2, D3, D#3, F3
A# 6			A#2, D3, G3	A#2, D3, F3, G3
A# 5		A#2, F3	A#2, F3, A#3	
A# aug			A#2, D3, F#3	
A# dim			A#2, C#3, E3	

B Chords	Key Combinations			
B Maj	B2	B2, D#3	B2, D#3, F#3	
B min		B2, D3	B2, D3, F#3	
B 7			B2, D#3, A3	B2, D#3, F#3, A3
B M7			B2, D#3, A#3	B2, D#3, F#3, A#3
B m7			B2, D3, A3	B2, D3, F#3, A3
B sus2			B2, C#3, F#3	B2, C#3, D#3, F#3
B sus4			B2, E2, F#3	B2, D#3, E3, F#3
B 6			B2, D#3, G#3	B2, D#3, F#3, G#3
B 5		B2, F#3	B2, F#3, B3	
B aug			B2, D#3, G3	
B dim			B2, D3, F3	

2.6 Select Instrument Panel

Select the guitar you wish to play by pressing the named button on the left. Only 'Keycode Activated' instruments can be played. For each guitar, you will receive a Keycode which needs to be entered into the window* alongside the appropriate guitar button. (***Apple Mac users should refer to the MAC notes**)

On this panel you will also find your unique 'Machine I.D.' code which you will need to provide to attain your guitar Keycodes.

The 'Sample File Path' defines where on your computer the guitar samples are located. You will need to change this if you use a different location to the default setting.

The 'A.I.' option defines how strictly the guitar follows the fret fingering emulation.

When 'Open Strings' is set to 'Priority' open string notes take priority.

2.7 Guitar FX Panel

The Guitar FX Panel provides nine effects (Gate, Compressor, Overdrive, Tremolo, 5 Band EQ, Chorus, Pitch-Shifter, Stereo Echo and Reverb.
Pressing the large buttons beneath the effect names will turn that effect On or Off; a red LED will illuminate when active.

Side-Chain Effects

Chorus

Chorus makes the sound rich and elegant. Feedback can be used for Flanger type effects and extreme settings create strange sounds.

Name	**Adjustable Range**
Send	0-10 (0%-100%)
Depth	0-10 (ms)
Rate	0.05-10 Hz
FBK	-9.9 - +9.9
Waveform	Sine, Tri

Pitch Shifter

The Pitch Shifter changes the sounds pitch.
It can produce harmony or chorus type effects.

Name	Adjustable Range
Send	0-10 (0%-100%)
Width	0-1 (semitone)
Pitch	-12 - +12 (semitone)

Stereo Echo

Imitates echo on the left and right channels.
Independent Feedback time allows more complex echo patterns

Name	Adjustable Range
Send	0-10 (0%-100%)
L.Time	0-5 Time(s) or Beats
R.Time	0-5 Time(s) or Beats
FBK T(time)	0-5 Time(s) or Beats
FBK L(level)	0 - 10
Time Mode	Time(s) or Beats

*FBK - Feedback

Reverb

Emulates the sound of the guitar being played in large or small spaces.

Name	**Adjustable Range**
Send	0-10 (0%-100%)
Decay	0.1-10s
Damp	0-10
Size	0-100 (Room Size)
Width	0-10 (Stereo Width)
Spatial	0-20 (Reflection Density)
Spatial Mode	A / B
Diff	-9.9 / +9.9 (Diffusion)
Dens	0.1-40 (Density)
Diff Cascade	0-4 (Diffusion Stages)

Inline Effects

Gate

A Gate sets the level at which sound is allowed to pass through.

Name	Adjustable Range
ON	-80 - 0 (dB)
OFF	-150 - -1 (dB)
A (Attack)	0 - 1000 (ms)
H (Hold)	0 - 1000 (ms)
R (Release)	0 -1000 (ms)

Compressor

Compression alters the level dynamics of your performance.

Name	Adjustable Range
Thre	-80 - 0 (dB)
Ratio	0 – 12
Attack	0 - 200 (ms)
Release	0 - 500 (ms)
Gain (Make Up)	0 - 32 (dB)

Overdrive

The Overdrive effect imitates soft distortion created when the speaker is overdriven.

Name	**Adjustable Range**
Level	0 - 10 (0%-100%)
Thre(shold)	-40 - 0 (dB)
Drive	0 – 40 (dB)

Tremolo

Tremolo modulates the volume in either mono or stereo modes.

Name	**Adjustable Range**
Depth	0 - 10 (0%-100%)
Rate	0.1 - 10 Hz
Mode	Mono1/2, Stereo 1/2

5 Band EQ

The 5 Band EQ features a low shelf, a high shelf and 3 parametric bands.

Name	Adjustable Range
Lo Cut Active	Off / On
Band 2 Gain	-15 / +15 (dB)
Band 2 Freq	20-15kHz
Band 3 Gain	-15 / +15 (dB)
Band 3 Freq	20-15kHz
Band 4 Gain	-15 / +15 (dB)
Band 4 Freq	20-15kHz
Hi Cut Active	Off / On

Notes:

The Low shelf and high shelf circuits are switched in/out by clicking the green LED on the left and right hand sides respectively.

You can change the frequency of each parametric band by clicking on the number above each slider.

Effect Routing

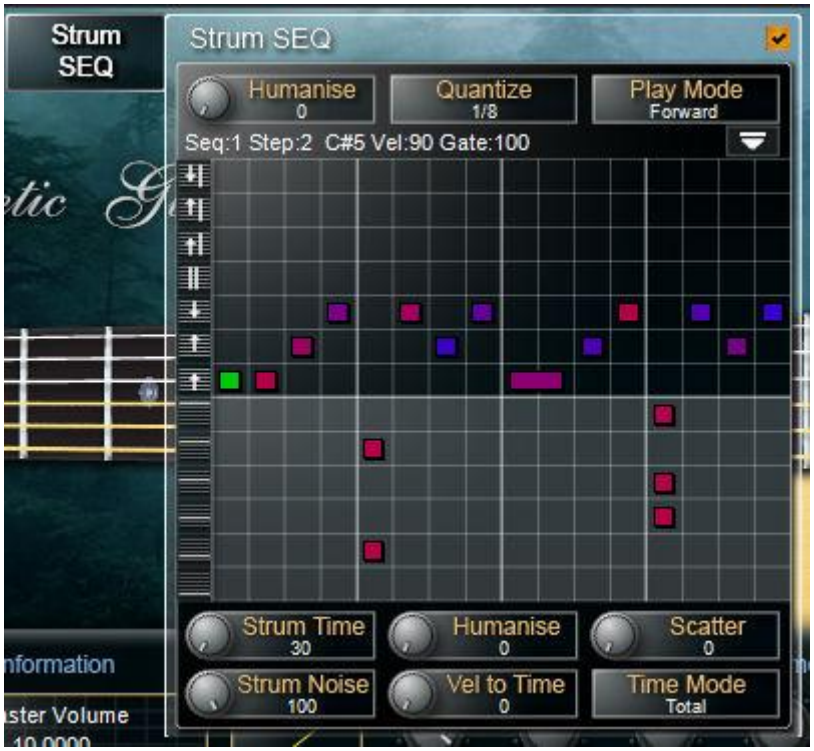
Gate – Compressor – Overdrive – Tremolo - EQ.
These effects are inline effects. They directly modify the Main Stereo Bus signal and come before the side-chain effects on the Main Stereo Bus.

Chorus - Pitch-Shifter - Stereo Echo - Reverb.
These effects are side-chain effects. Each effect's input is from the Main Stereo Bus and its output is added back to the Main Stereo Bus depending on its Send level.

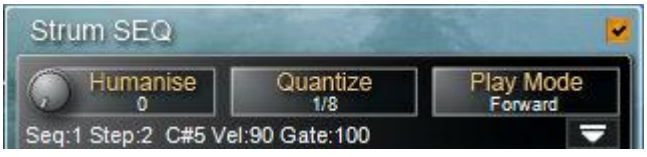
2.8 Strum SEQ Panel

Intro

The Strum SEQ panel allows you to define and play up to 8 rhythm patterns, and to set Chord Mode properties. Strum SEQ should only be used in Chord Mode.



Strum Sequencer Controls



Active On/Off

The Yellow Tick (top right) indicates Strum SEQ activity (On/Off).
Strum SEQ can be switched on/off by clicking the button or, in Chord Mode by pressing the 'SU/SD L' Keyswitch (E6)

Humanise

The Humanise function alters the timing of each chord.

Quantize

The Quantize setting adjusts the playback speed. 1/1 is equal to one note.

Play Mode

Seven playing modes are available. Proper use of these modes can add flexibility providing more options for the composer.
1) Forward
2) Back
3) Fwd+Back
4) Back+Fwd
5) Random
6) Fwd+Back 2
7) Back+Fwd 2

Chord Controls

These settings determine how chords are played in Chord Mode.

Strum Time

Strum time defines the time (ms) taken to play the notes in the chord. (See also Time Mode)

Humanise

Humanise applies random changes to the strum time up the specified time (ms).

Scatter

Scatter alters the timing of each note within the chord without affecting the overall strum time.
If Scatter is 0% the time between each note will be the same.
If Scatter is not 0% the time between each note will vary randomly each time the chord is played. This can provide more natural human variation to each chord played.

Strum Noise

When ‘Auto Noise’ is active, this controls the level of strum noises when chords are played.

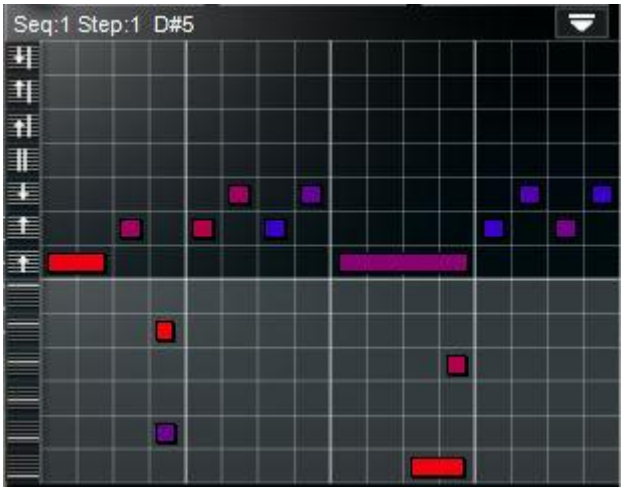
Vel to Time

Sets how much the Velocity shortens the chord Strum Time.
At 0%, strum time is unaffected by Velocity.
At 100%, full Velocity reduces the strum time to zero.

Time Mode

In String mode, Strum Time sets the time between each note in the chord.
In Total mode, Strum Time sets the time to play all notes in the chord.

Defining a Rhythm



Defining Rhythm Patterns

You define a rhythm pattern by setting notes on the main Grid window.
Simply click within a square to set a note; hold and drag left/right to alter the Gate time or drag Up/Down to alter the Velocity. The note's colour indicates the velocity.
Double-clicking on a note will delete it.
The Icons on the left hand side indicate which function is performed. (*See below)
The position from left to right dictates the timing of the note within the rhythm.
Detailed information is displayed above the main Grid window. Clicking in this area will open a Pop-Up Menu window with more options. (*See Below)

Icon Descriptions

Icon	Function
	Up Strum (mute)
	Down Treble Strum (mute)
	Down Bass Strum (mute)
	Mute Strings
	Up Strum (open)
	Down Treble Strum (open)
	Down Bass Strum (open)
	Play 1st String
	Play 2nd String
	Play 3rd String
	Play 4th String
	Play 5th String
	Play 6th String

Menu Options

The list in the picture above:

1) Editing Rhythm #X: Displays which rhythm is being displayed/edited. You can choose which rhythm to edit from the Sub-Menu.
2) Copy from Rhythm: Copies another rhythm pattern into the current rhythm.
3) Clear All Notes: Removes all notes from the current rhythm.
4) Load Rhythm: Loads a single rhythm pattern into the current rhythm.
5) Load Rhythm Bank: Loads a whole rhythm bank (eight).
6) Save Rhythm: Saves the current rhythm pattern.
7) Save Rhythm Bank: Saves the whole rhythm bank (eight).
8) Default Velocity %: The initial velocity value for new notes.
9) Default Gate: The initial gate time for new notes.

Playing a Rhythm

Ensure you are in Chord Mode (press the ‘CH’ Keyswitch).
Turn Strum SEQ On by clicking the Activity button on the ‘Strum SEQ’ panel or pressing the appropriate Keyswitch (E6).
With your left hand, select the Chord you wish to play by pressing the appropriate ‘Key Combination’ (*See Chord Mode)
With your right hand, press the appropriate Rhythm Pattern Keyswitch to play the Rhythm. (See Table below)

Keyswitch	Rhythm Pattern
R1 - C4	1
R2 - D4	2
R3 - E4	3
R4 - F4	4
R5 - G4	5
R6 - A4	6
R7 - B4	7
R8 - C5	8

*Note: the rhythm restarts each time you select a Rhythm Pattern (1-8).

3 Customer Service

3.1 Updates

Free program updates are available for authorised users. For more information, please visit our official website: http://www.timesconcept.com or www.bestservice.de

3.2 News & Events

For technical support please contact support@bestservice.de

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